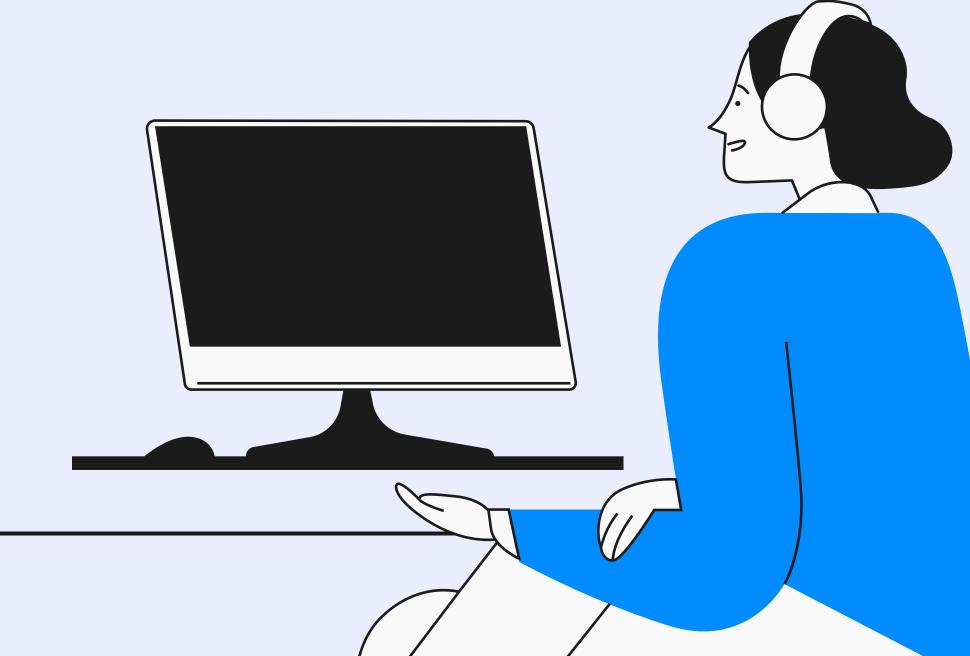
STUDENTORS

Project

Elaborated by:

Ali Neji



Plan

- 1 Introduction
- 2 **Product backlog**
- 3 Sprint planning
- 4 Sprint 1
- 5 **Sprint 2**
- 6 Sprint 3
- 7 Conclusion

INTRODUCTION



Problematic

We have taken an interest in the field of education, where we have observed that it is difficult for students to find academic help tailored to their specific needs. Generally, tutoring sessions last an hour or more, and if the student learns in a group, they may find it difficult to express themselves freely or may feel embarrassed to share their needs with the teacher. As a result, they may not fully benefit from the quality of the course provided.

Proposed Solution:

A platform called "Studentors" that connects students with one another. The goal is to give students the freedom to choose their own mentor. These mentors are available to address the specific needs of learners.



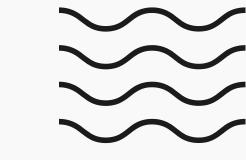
PRODUCT BACKLOG



ID	Features	User Stories	Priority	Complexity
1	Post a Service (Offer Help via a Form)	As an authenticated user, I want to post an offered service	1	2
2	Browse Offered Services	As a user, I want to browse the list of offered services	2	2
3	View Offered Service Details (Description)	As a user, I want to view the details of an offered service	3	2
4	Post a Requested Service	As an authenticated user, I want to post a requested service	4	2
5	Browse Requested Services	As a user, I want to browse the list of requested services	5	2
6	View Requested Service Details (Description)	As a user, I want to view the details of a requested service	6	1
7	Pay for a Service	As an authenticated user, I want to create a contract to pay for a service	7	5
8	Edit an Offered Service	As a mentor, I want to modify my offered service	8	1

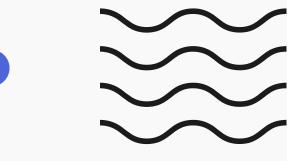


PRODUCT BACKLOG



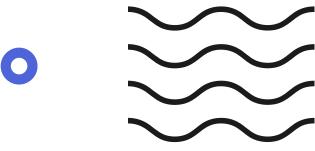
ID	Features	User stories	Priority	Complexity
9	Modify a requested service	As a student, I want to modify my requested service to have more control.	9	1
10	Delete an offered service	As a mentor, I want to delete my offered service to cancel it.	10	1
11	Delete a requested service	As a student, I want to delete my requested service to cancel it.	11	1
12	Reload account with tokens	As a student, I want to be able to reload my account (subscription purchase) so I can benefit from the offered services and request more.	12	5
13	Deduct tokens from account	As a mentor, I want to be able to deduct tokens from my account so I can benefit from the money earned	13	3
14	View profile	As an authenticated user, I want to be able to view my profile so I can have more control over it.	14	2
15	View profile	As an authenticated user, I want to be able to view my profile so I can have more control over it.	15	2
16	Edit profile	As an authenticated user, I want to be able to modify my profile so I can update my personal information.	16	1

PRODUCT BACKLOG



ID	Features	User stories	Priority	Complexity
17	Search (search bar)	As a user, I want to be able to perform a search.	17	1
18	Filter (by category and budget)	As a user, I want to be able to filter between services.	18	1
19	Comment and leave reviews after each session	As a student, I want to leave comments and reviews after each session so that users can see honest feedback on the profile they are looking at.	19	3
20	Delete comments	As a student, I want to delete my comments so that I can have more control.	20	1
21	View list of user profiles	As an administrator, I want to be able to view user accounts.	21	1
22	Delete user accounts	As an administrator, I want to be able to delete user accounts to ensure the integrity of the platform.	22	2
23	Authentication (sign up)	As a user, I want to sign up to create an account.	23	2
24	Authentication (log in)	As a user, I want to log in.	24	3

Sprint Planning



C

The total effort points = 47
We have decided to do 3 sprints of 2 weeks each.

47 (total effort points) / 3 (sprints) = 15.66 (average velocity)

Sprint 1 From 16/10/2023 to 30/10/2023	Sprint 2 From 30/10/2023 to 13/11/2023	Sprint 3 From 13/11/2023 to 27/11/2023
Priorities: From 1 to 7	Priorities: From 8 to 16	Priorities: From 17 to the end
Estimated : 16	Estimated: 17	Estimated: 14

SPRINT 1 "SERVICE MANAGEMENT"







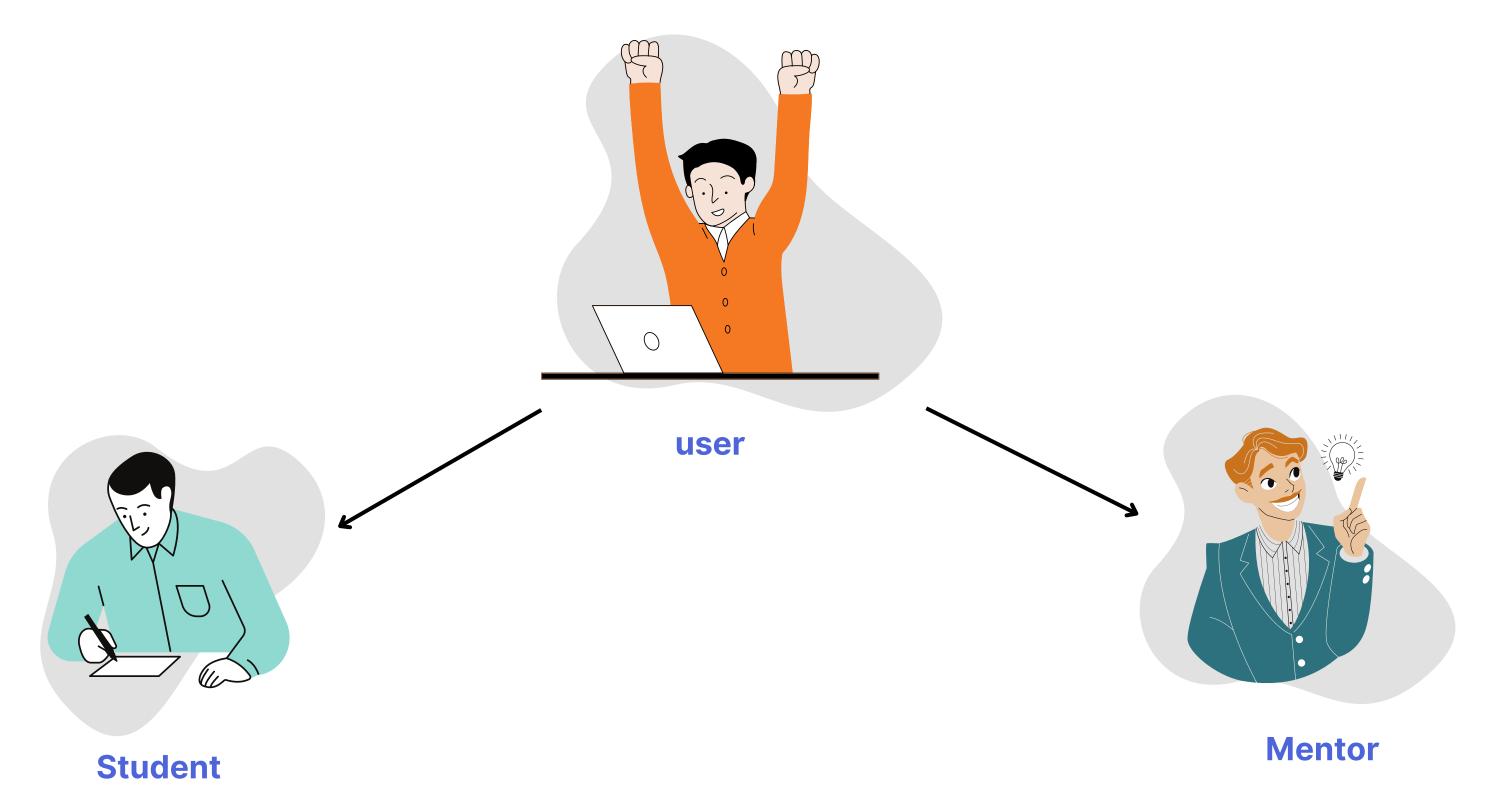
ID	User Story	Tâches	Estimation en heure
1	Poster un service (offrir de l'aide d'une formulaire)	Poster un service offert frontend	3h
		Poster un service offert backend	2h
		Test unitaire	1/4h
2	Consulter des service offerts	Consulter les services offert frontend	2h
		Consulter les services offerts backend	1h
		Test unitaire	1/4h
3		Consulter détails d'un service offert frontend	2h
	offert(description)	Consulter détails d'un service offert backend	1h
		Test unitaire	1/4h
4	Poster un service demandé Poster un service demandé frontend		2h
		Poster un service demandé backend	1h
		Test unitaire	1/4h



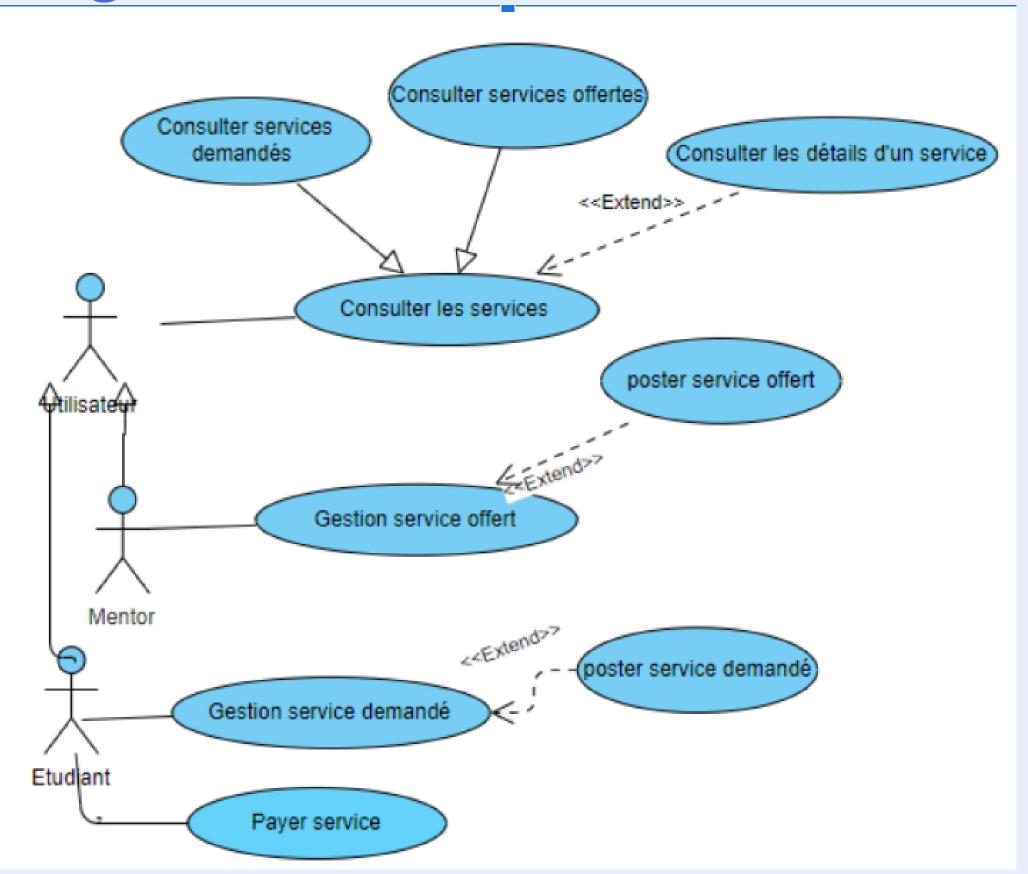
Sprint backlog

ID	User Story	Tâches	Estimation en heure
5	Consulter des service demandés	Consulter les services demandés frontend	2h
		Consulter les services demandés backend	1/2h
		Test unitaire	1/4h
6	Consulter les détails d'un service demandé (description)	Consulter détails d'un service demandé frontend	1h
		Consulter détails d'un service demandé backend	1/2h
		Test unitaire	1/4h
7	Payer un service	payer service	3h
		Test unitaire	1h

Actors Identification:



Use Case Diagram for Sprint 1



interface mockups

Home Page Interface



Where students meet mentors

Forget the old rules. You can have the best people. Right now. Right here.



Learn



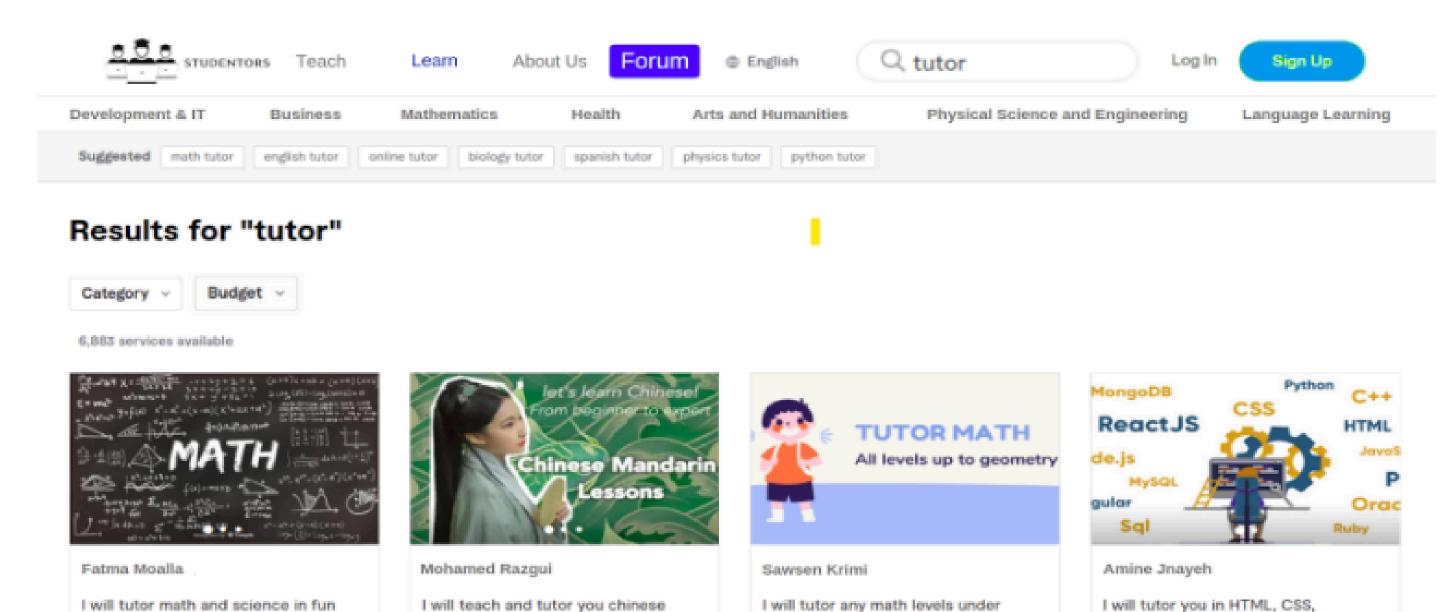
5.0 (75)

7 69 The 10 min

interface mockups

Service Consultation

Interface



10 9 The 10 min

geometry

★ 5.0 (11)

and exciting ways

★ 5.0(15)

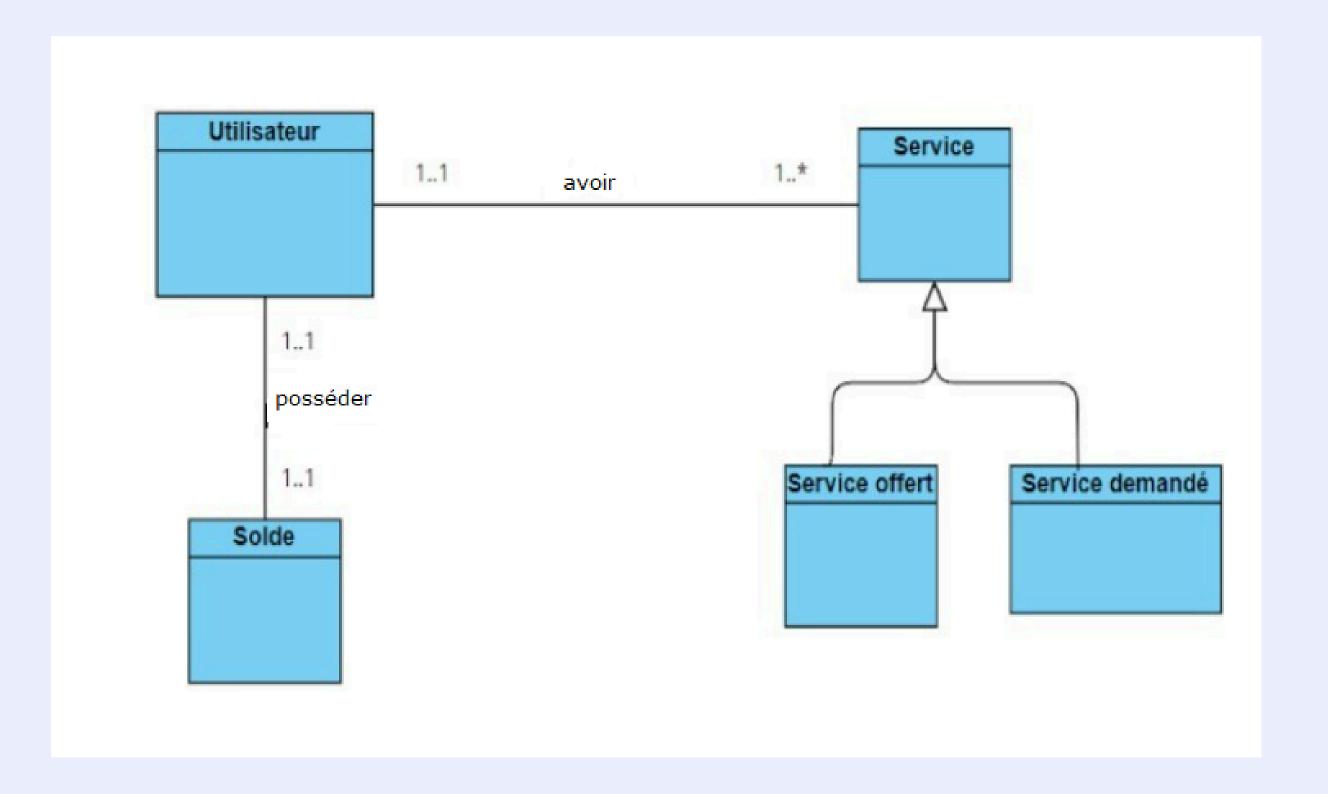
10 9 The 10 min

javascript, and react

★ 5.0 (129)

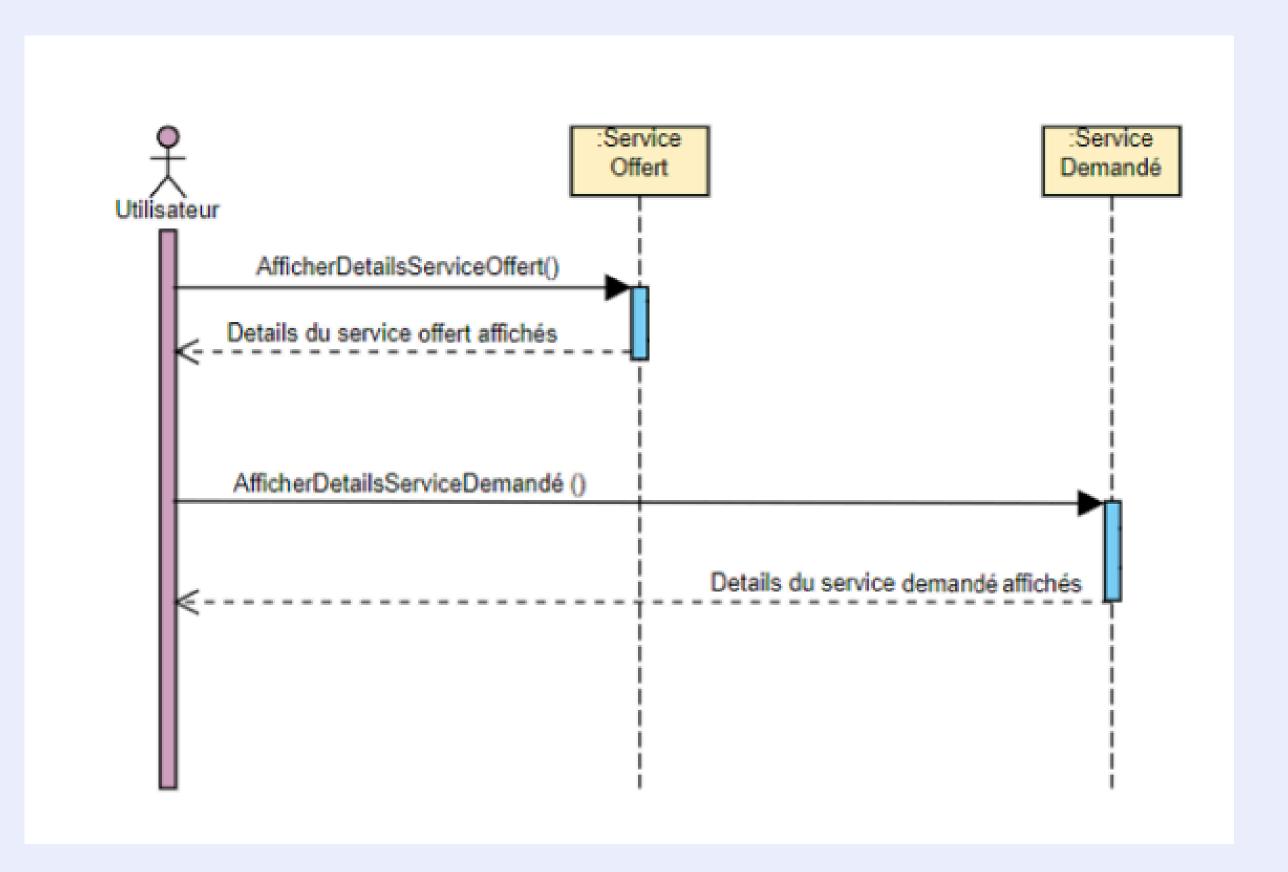
14 he 10 min

preliminary class diagram for Sprint 1



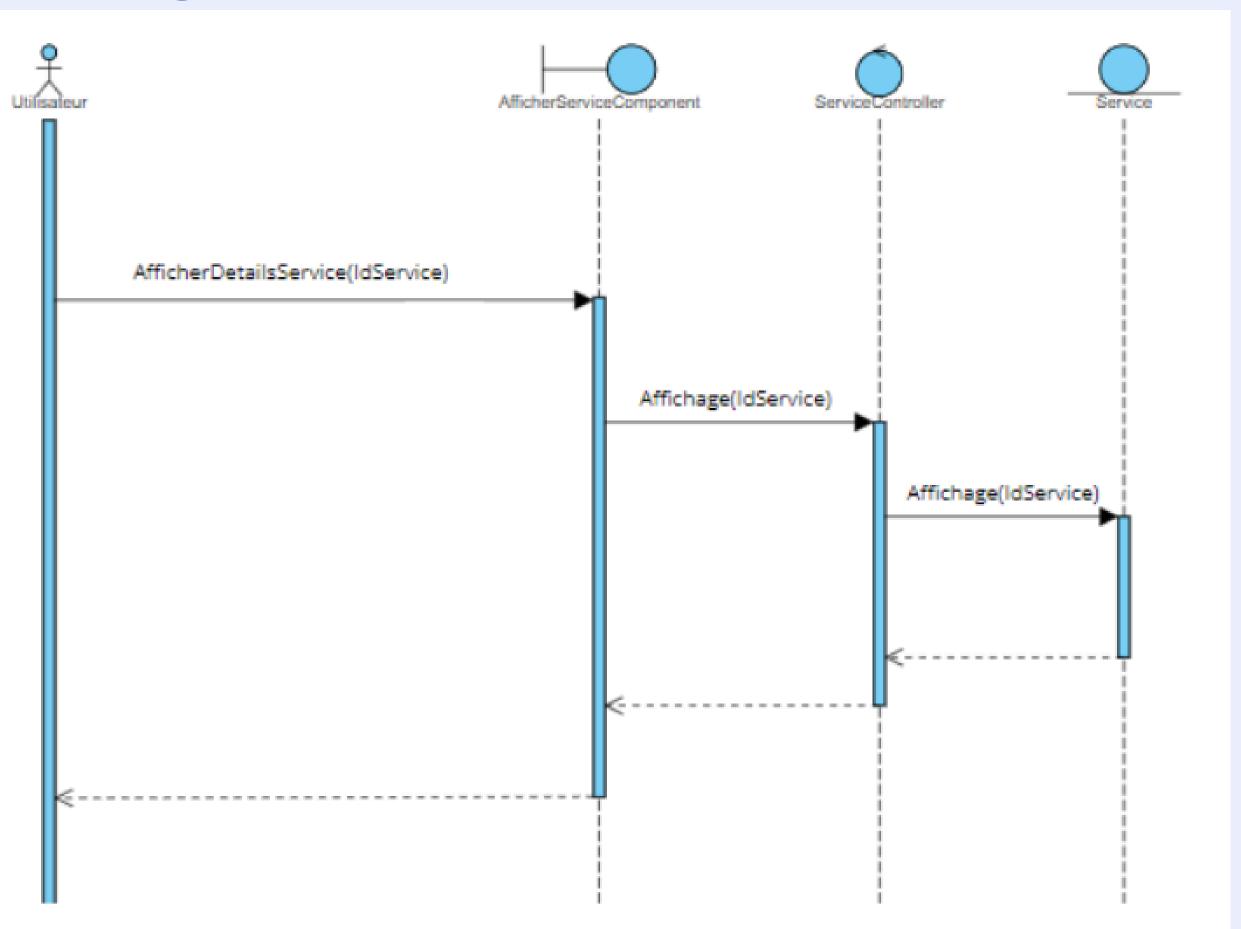
Behavioral Modeling of User Stories

A Sequence Diagram for the use case "Display Service Details"



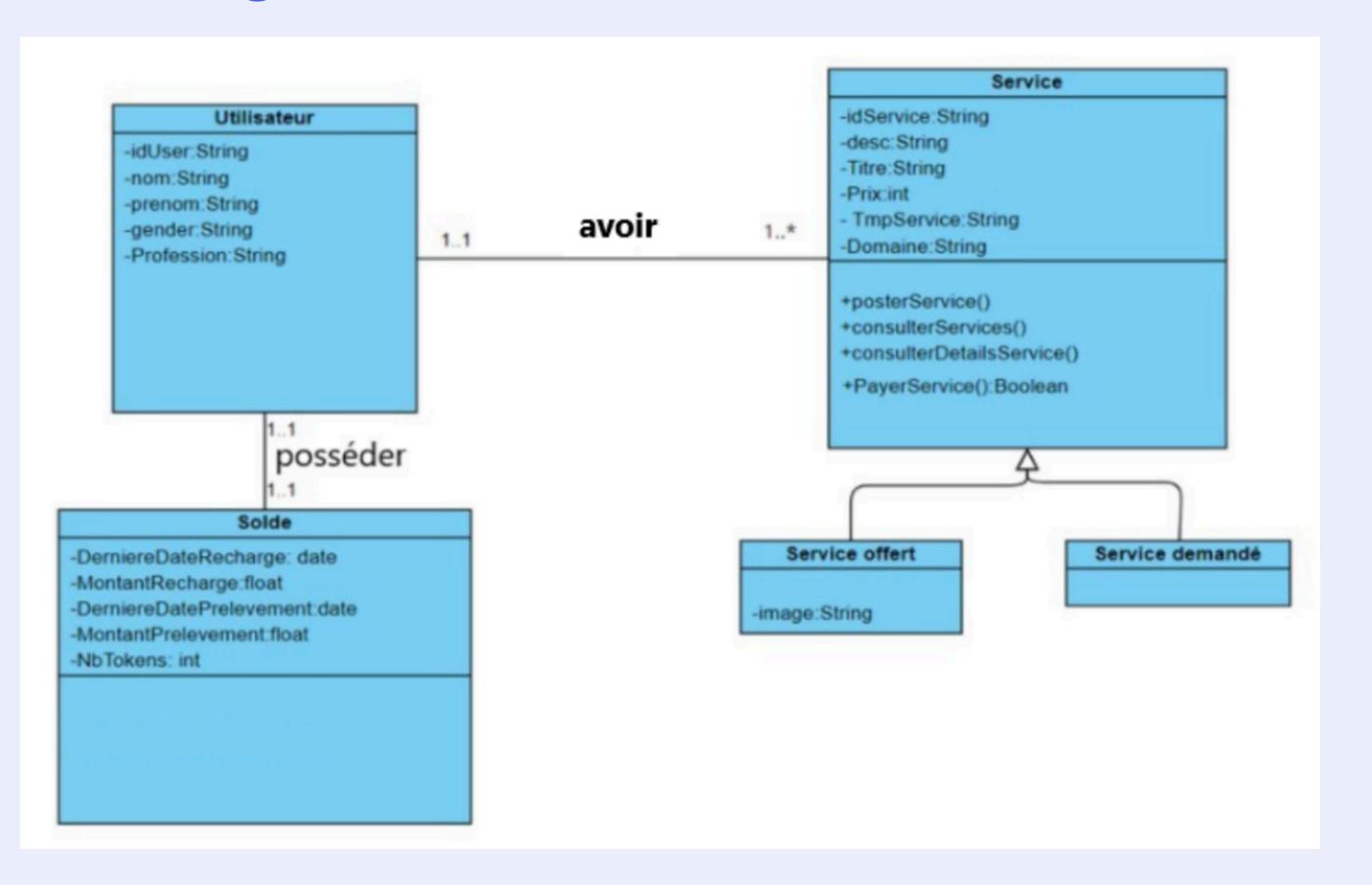
Structural Modeling of User Stories

A Design Sequence Diagram for displaying service details

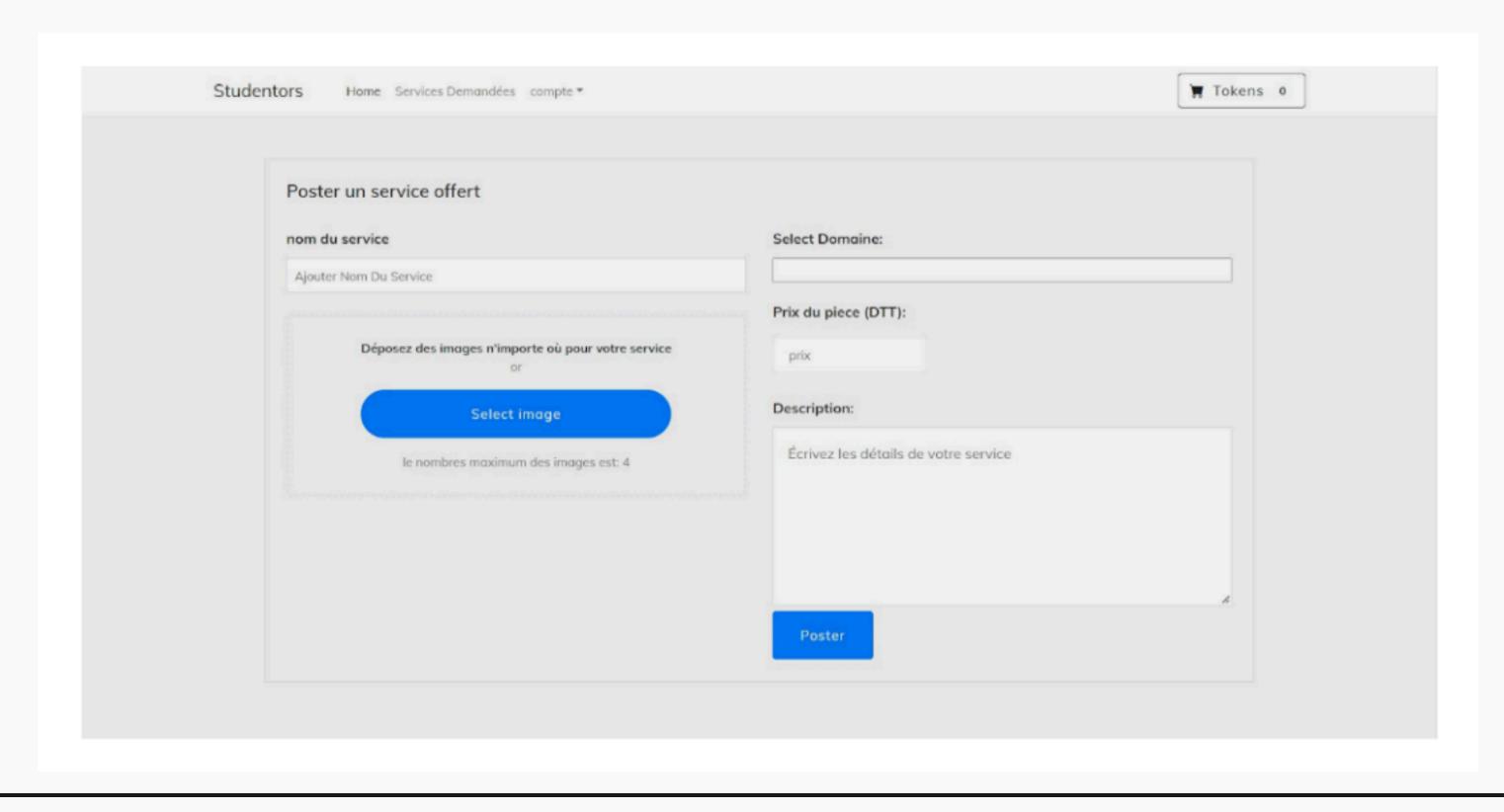


Structural Modeling of User Stories

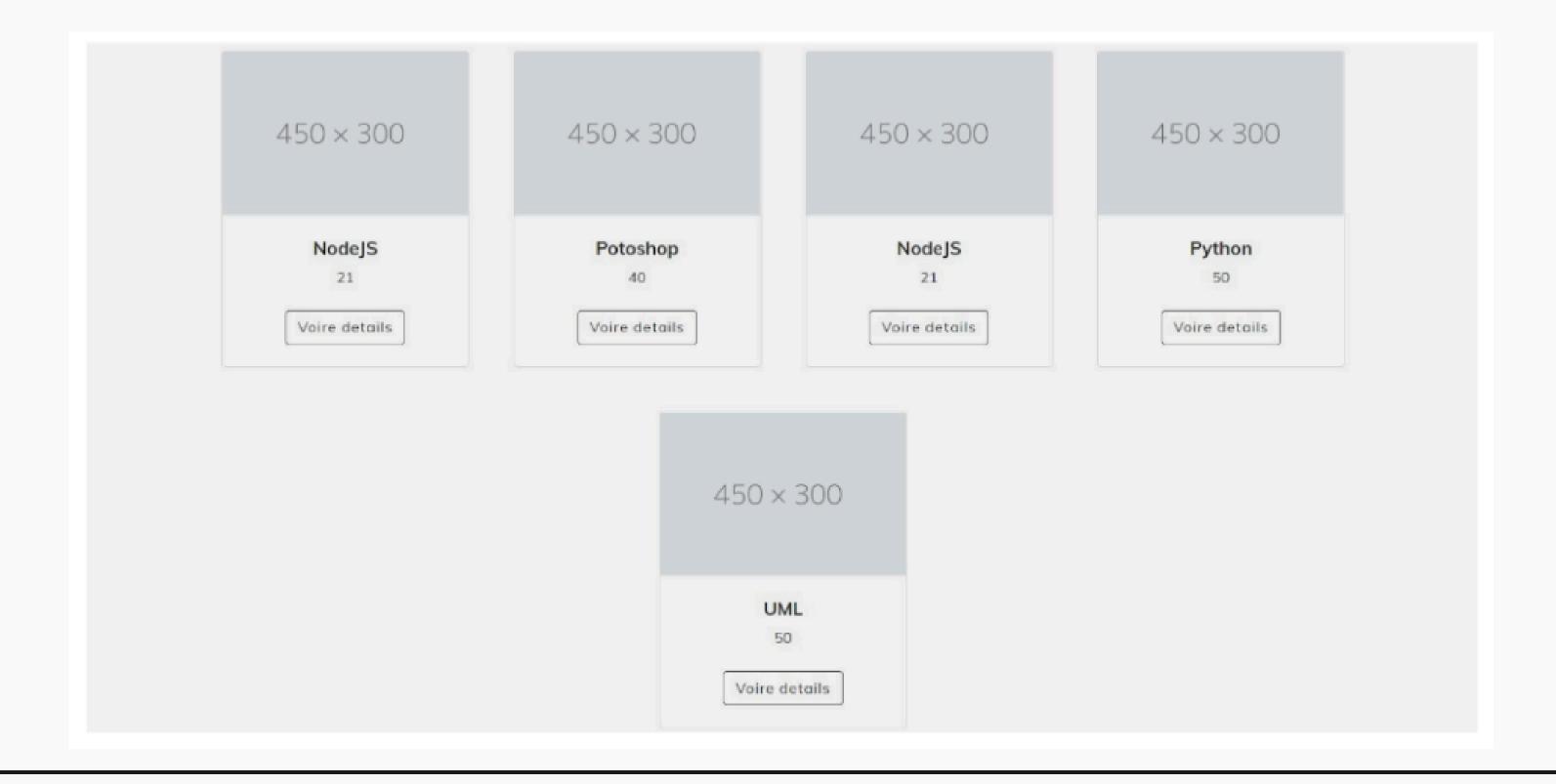
Diagramme of class Final of sprint 1



Post a Service Interface



Browse Offered Services Interface



Product Backlog Update

Ce qui a été fait	Ce qui a été modifié	Ce qui a été ajouté
Poster un service	les services ont été répartis en deux catégories (un service demandé et un service fourni	
Consulter des services	Payer pour un service	
Consulter les détails d'un service offert/demandé		
Payer pour un service		

Retrospective

A Retrospective Table

Ce qui a bien marché	Ce qui n'a pas bien marché	Améliorations
On a bien : - Généré des idées et des données - Distribué les rôles(le product owner, scrum master) - Rassemblé et classé les données - Décidé ensemble	- Le daily	- La fixation d'un horaire pour le daily en ligne à 19h -la présentation des interfaces peut être améliorée -la validation du formulaire de l'ajout d'un service
- Réussi l'écoute et la communication entre nous		

SPRINT 2: "USER AND SERVICE RELATIONSHIP"

Sprint backlog



ID	User Story	Task	Estimated /H
		Modify an Offered Service frontend	1h
8	Modify an offered service	Modify an Offered Service backend	1/2h
		Unit test	1/4h
		Modify a requested service frontend	1h
9	Modify a requested service	Modify a requested service backend	1/2h
		Unit test	1/4h
	Delete an offered service	Delete an Offered service frontend	1/2h
10		Delete an Offered service backend	1/2h
		Unit test	1/4h
	Delete a requested service	Delete a Requested service frontend	1/2h
11		Delete a Requested service backend	1/4h
		Unit test	1/4h

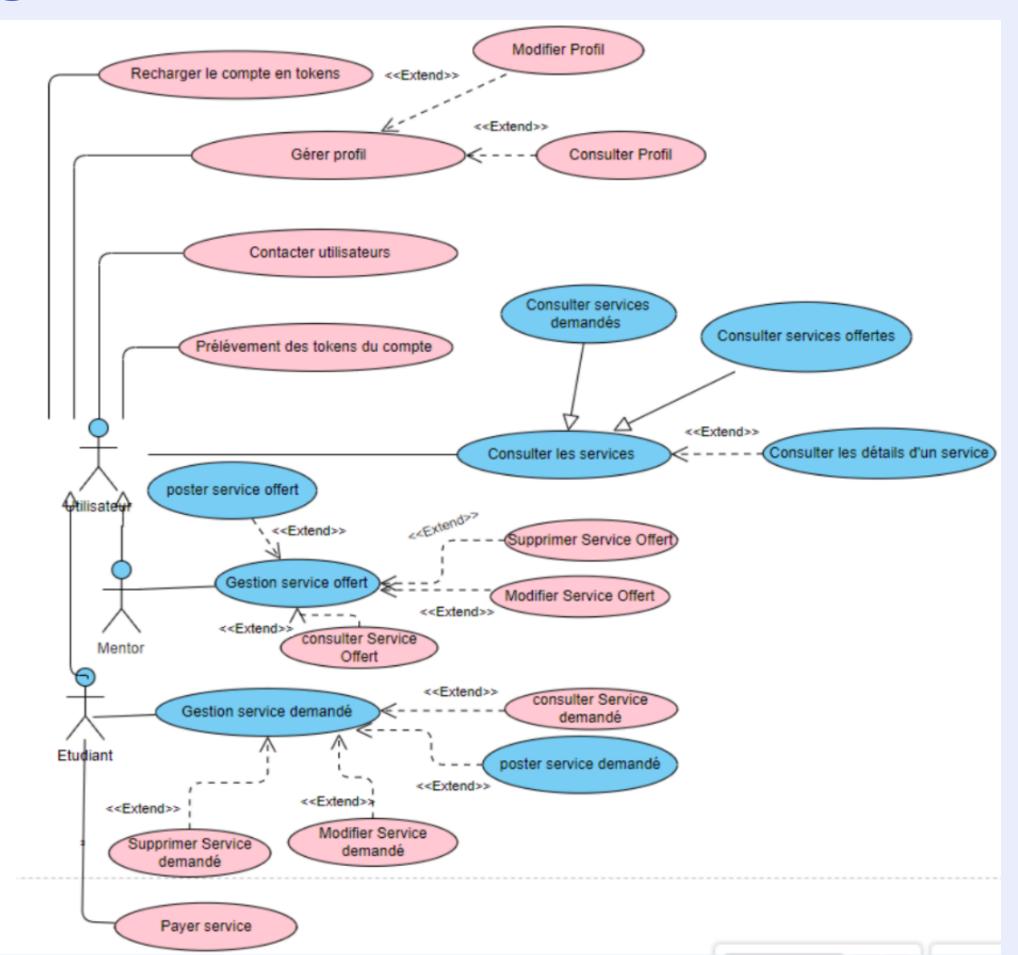
Sprint backlog





12		Contact users frontend	4h
	Contact users	Contact users backend	2h
		Unit Test	1h
		Reload account with tokens frontend	1h
13	Reload account with tokens	Reload account with tokens backend	1h
		Unit Test	1/4h
		Deduct tokens from account frontend	2h
14	Deduct tokens from account	Deduct tokens from account backend	2h
		Unit Test	1h
		View profile frontend	2h
15	View profile	View profile backend	2h
		Unit Test	1/4h
		Edit profile frontend	2h
16	Edit profile	Edit profile backend	2h
		Unit Test	1/2h

Use Case Diagram for Sprint 2



Structural Modeling of User Stories

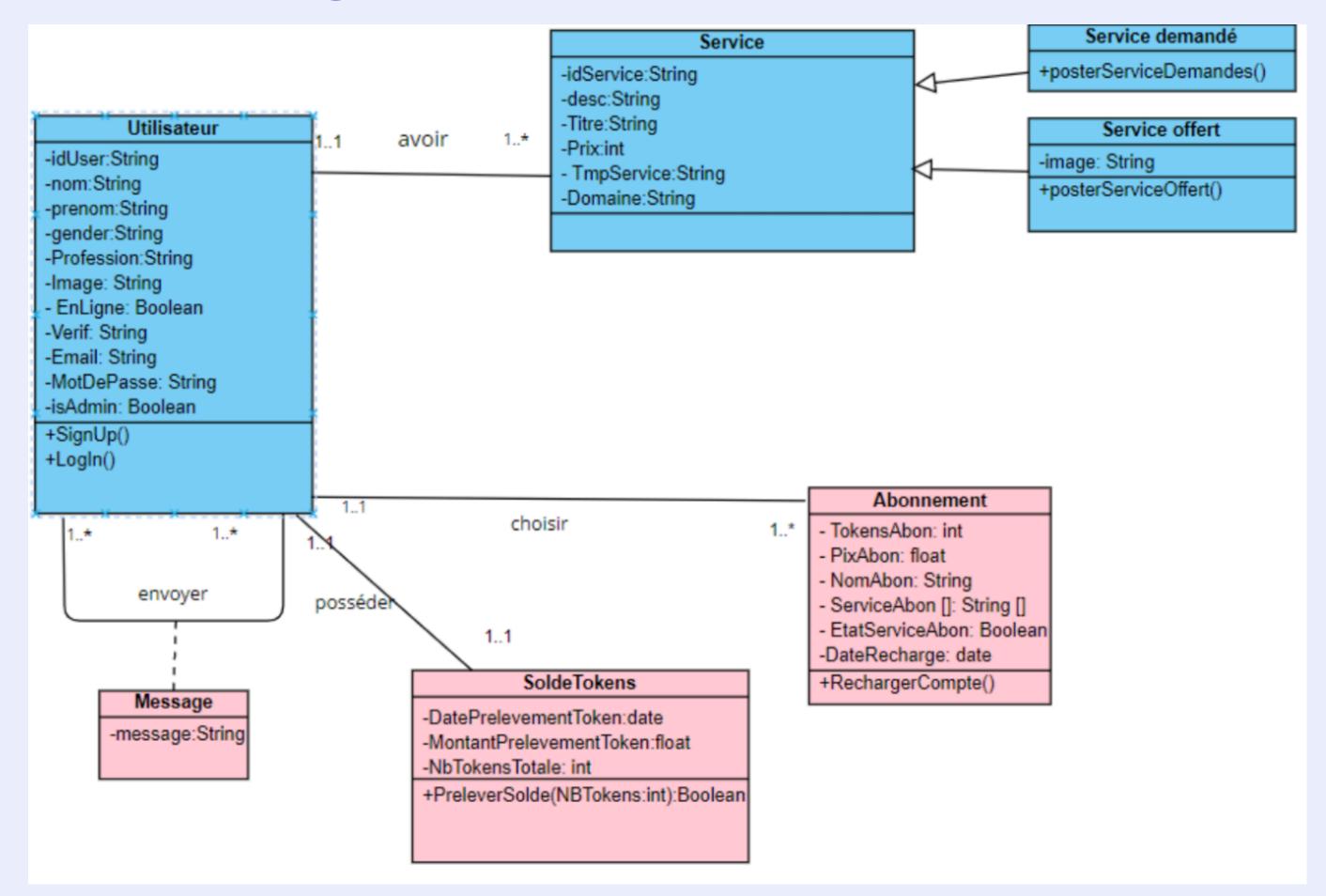


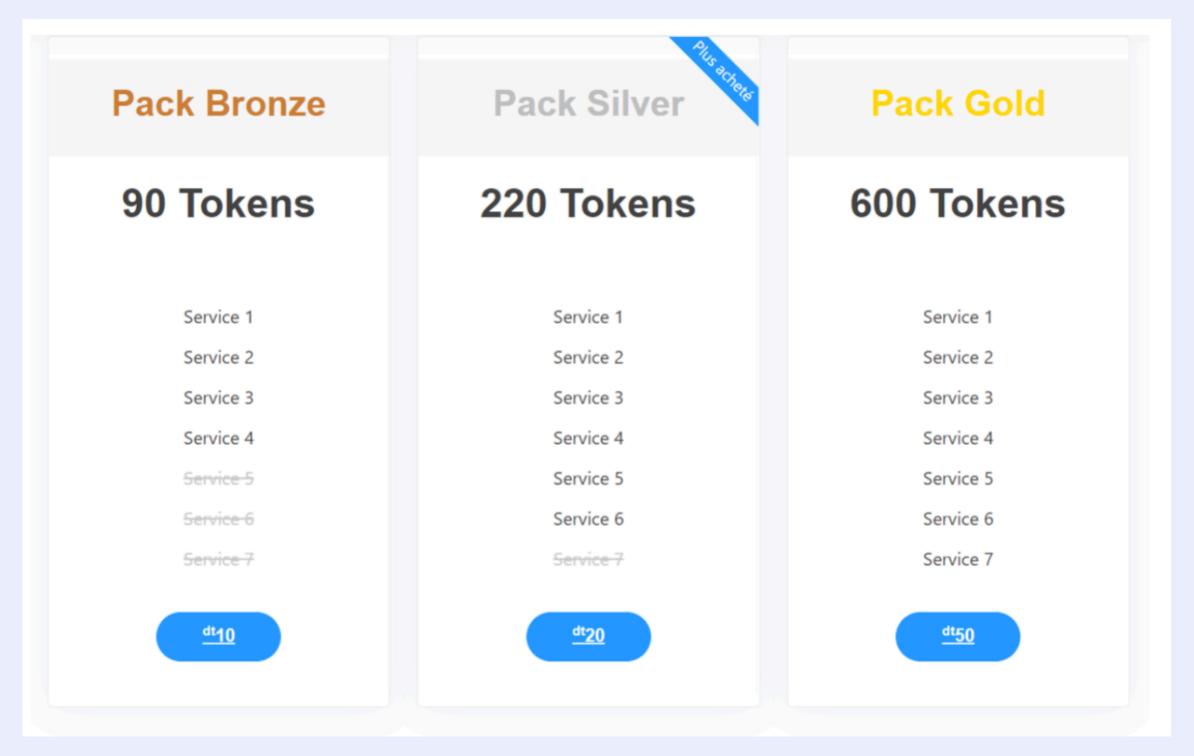
Diagramme of Final class

Retrospective

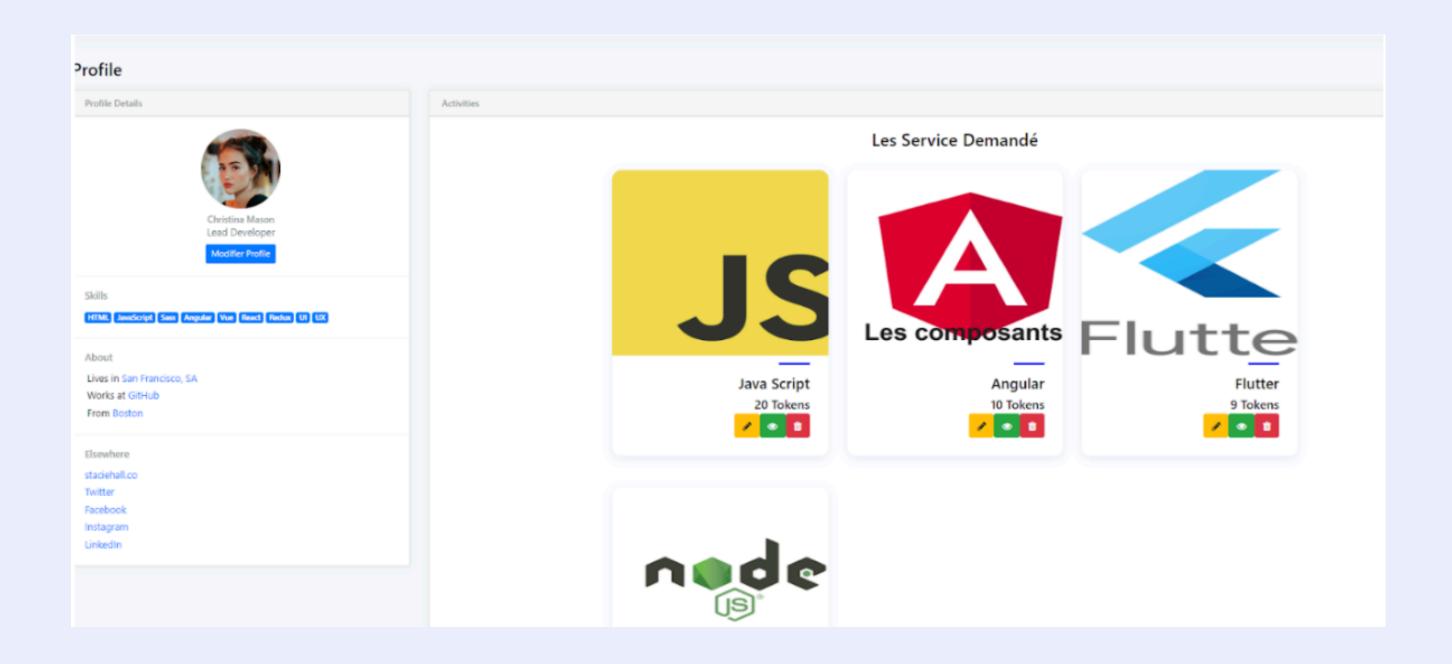
A Retrospective Table

What went well	What didn't go well	Improvements
 Prepare our diagrams Divide the work between us We listen to each other We help each other We swap roles and shares of the work 		 Better manage our time Work more frequently and daily

Subscription Interface



Profile Interface



SPRINT 3: "AUTHENTICATION AND PAYMENT"

Sprint backlog



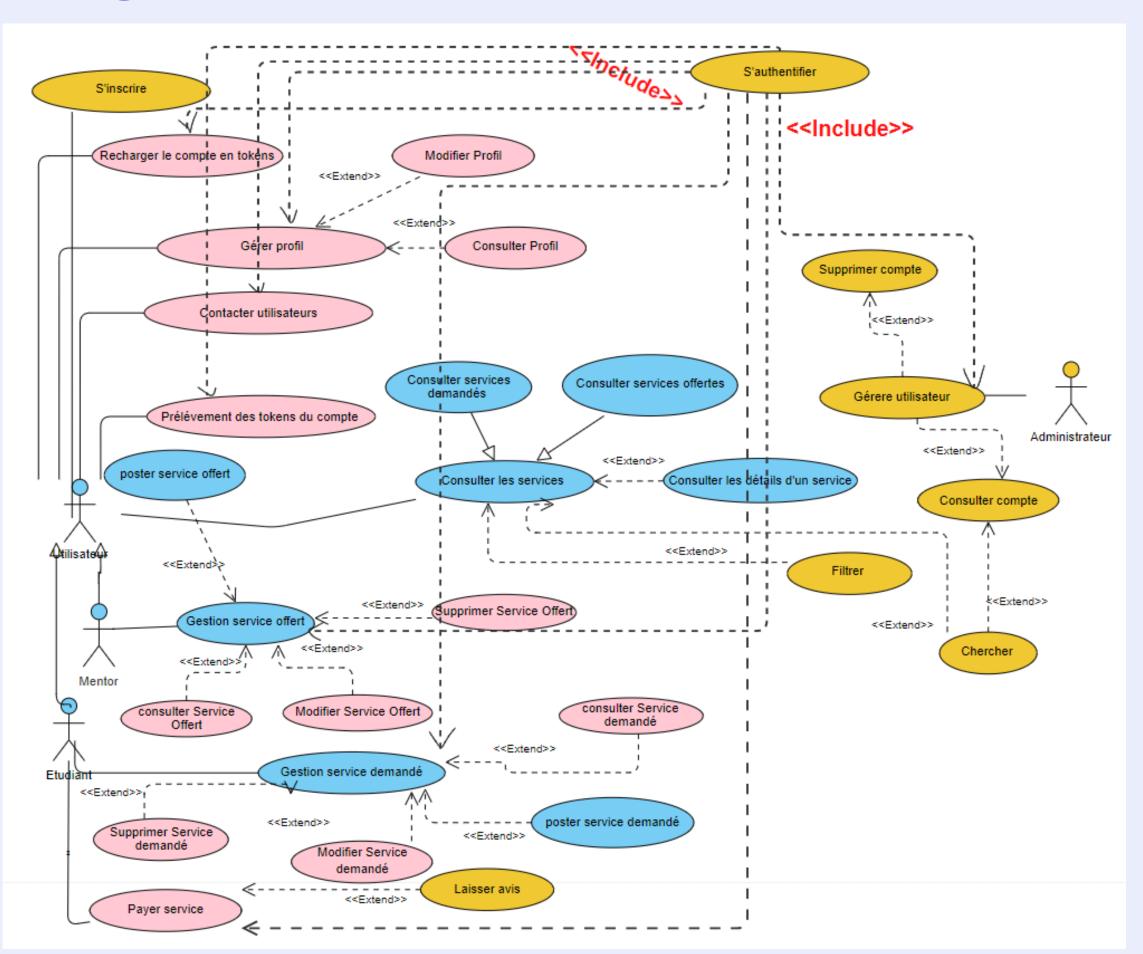
ID	User Story	Tâches Company de la Compa	Estimation en heure
47	Search (search bar)	Search in frontend	1h
17		Unit Test	1/4h
18	Filter (by category and	Filtrer in frontend	1h
10	budget)	Unit Test	1/4h
	Comment and leave reviews after each session	Comment and leave reviews in frontend	3h
19		Comment and leave reviews backend	4h
		Unit Test	1h
	Delete comments	Delete a comment in frontend	1h
20		Delete a comment backend	1h
		Unit Test	1/4h

Sprint backlog



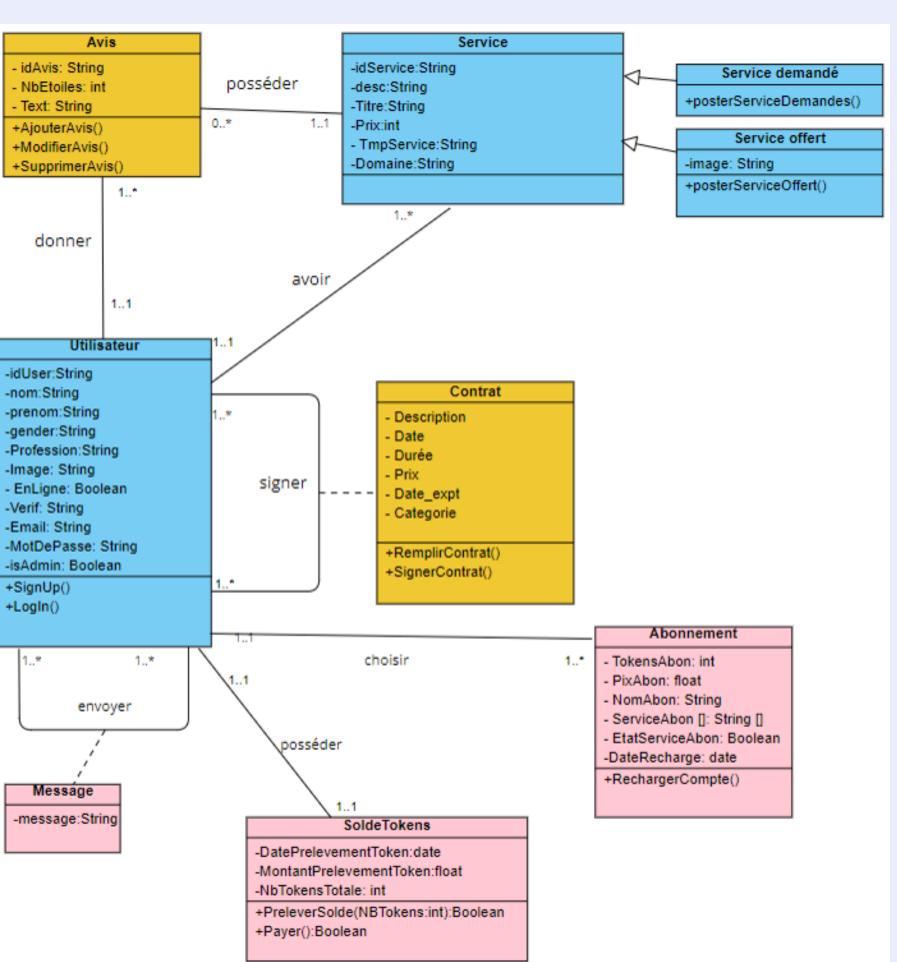
21	View list of user profiles	View list of user profiles frontend	1h
		View list of user profiles backend	1h
		Unit Test	1/4h
22	Delete user accounts	Delete user accounts frontend	1h
		Delete user accounts backend	1h
		Unit Test	1/4h
23	Authentication (sign up)	Sign up frontend	2h
		Sign up backend	1h
		Unit Test	1/4h
24	Authentication (log in)	Log in frontend	3 h
		Log in r frontend	3h
		Unit Test	1h

Use Case Diagram for Sprint 3



Structural Modeling of User Stories

Diagramme of class Final



Retrospective

A Retrospective Table

What went well	What didn't go well	Improvements
 Preparation of diagrams Cooperation Role exchange Touch everything Troubleshooting 	 Delay in coding Work distribution at the beginning 	 Better divide and estimate the effort points of user stories Have more hours dedicated to coding per day

Conclusion



In conclusion, thanks to this project, we had the opportunity to consolidate a good portion of the knowledge gained during our university training and to fully learn together through information sharing and mutual help, thus broadening our academic horizons.

For this type of project, we found the agile methodology to be the most suitable and the best choice, which allowed us to stay synchronized within the team, consequently having a very positive effect on our work throughout the 3 sprints. As for the platform, there are still features that can be added to make the project more complete, such as a calendar, voice and video calls, to facilitate session planning and communication between students.

